Interactive Fiction Reference Card for the

TRS-80® Color Computer 2

I. What You Need

Required

☐ TRS-80 Color Computer 2
☐ 64K bytes of RAM
☐ One TRS-80 Color Disk Drive

Optional

☐ One or more **blank**, formatted disks (for SAVEs)
☐ An 80-column line printer and serial printer cable (for SCRIPTing)
☐ A second Color Disk Drive (for convenience with SAVEs)

II. Loading the Disk

1. Turn on the power to your disk drive(s) and Color Computer.
2. Insert the master story disk into drive #0, with the oval-shaped cutout going in first and the label facing to the right.
3. Under BASIC's "OK" prompt, type:

RUN "GAME" < enter >

After a few seconds, the following prompt will appear:

LOADING GAME...

The program automatically loads and runs in about 15 seconds.

4. If nothing appears on your TV screen or monitor, or if you receive an error message, something is wrong. Refer to the Troubleshooting section for help.

III. Talking to the Story

Whenever you see a prompt (>), the story is waiting for your command. You may type up to two full lines of text at a time. If you make an error, use the back-arrow key to erase it. Press the ENTER key when you are finished typing. The story will respond and the prompt (>) will reappear.

A clicking sound has been added to the keyboard to make typing easier. Use the volume control on your TV set or monitor to change the sound of the clicks. Certain keys (such as the up- and down-arrows, CLEAR and BREAK), have been disabled. You will hear a "boop" sound if you accidentally touch one of these keys. You will also hear the "boop" if you try to type more than two lines of text at a time, or if you try to backspace past the beginning of a line.

If a description will not fit on the screen all at once, [MORE] will appear in the bottom left corner. Press the space bar (or any other key) after reading the screen to view the rest of the description.

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IV. The Status Line

At the top of your screen, you will see a status line. The line is updated after every move to indicate your current location in the story. Depending on the story, the status line may also provide other information:

Score

In stories that keep a score, such as the ZORK® underground adventure trilogy, the right side of the status line will look something like this:

245/920

The number on the left is your score. The other number tells you how many moves you have made. In the example above, you have earned 245 points in 920 moves.

Time

In stories that keep track of time, such as the mystery thriller DEADLINE™, the right side of the status line will look something like this:

9:22 AM

This indicates the current time in the story.

V. Saving a Story Position

WARNING: Disks used for SAVE and RESTORE are maintained in a special format and should not be used for any other purpose. Files of any other kind stored on the disk will be erased by the SAVE command.

You need a blank, formatted disk to save your position in the story (see Section VIII). You may SAVE up to five different positions on a blank disk and RESTORE them in any order. Each SAVE position is assigned a number from 0 to 4. You must specify a position number each time you use the SAVE command, and you overwrite any position previously saved with that number. You must use a different number for each position that you want to save.

To save your current position, type SAVE at the prompt (>). After you press the ENTER key, the screen will clear and you'll see the following:

SAVING GAME
POSITION 0-4 (DEFAULT = 0):

1. Type a number from 0 to 4 to tell the story which SAVE position on the disk should be used, or simply press ENTER to use the default position. You will see the message

DRIVE 0 or 1 (DEFAULT = 0):

2. Select the drive that will contain the SAVE disk, or press ENTER to use the default setting. You will now see

INSERT SAVE DISK IN DRIVE 0 (or 1),
PRESS ANY KEY TO CONTINUE

3. Insert your SAVE disk into the indicated drive and press a key. The disk will spin for a few moments. You will then be asked to

INSERT GAME DISK IN DRIVE 0,
PRESS ANY KEY TO CONTINUE

4. Make sure the master story disk is inserted in drive #0 and press a key. If all is well, you'll get the message

Ok.

If you receive an error message, or the game responds with

Failed.

consult the Troubleshooting section.

VI. Restoring a Saved Position

To restore a previously saved story position, type RESTORE at the prompt (>). Then follow steps 1 through 4 above for SAVE.

VII. SCRIPTing

The SCRIPT function is an optional feature which is not needed to complete the story and may not be available with certain hardware.

If you have an 80-column TRS-80 Line Printer (or any equivalent printer that connects to the serial port on the back of the Color Computer), you may make a transcript as you go along:

1. Connect the printer to the serial port on the back of your Color Computer.
2. Turn on the printer and set it on-line.
3. Load the master disk and start the story as previously described.
4. To start the transcript at any time, type SCRIPT.
5. To stop the transcript, type UNSCRIPT.
6. SCRIPT and UNSCRIPT may be used as often as desired for as long as the printer is left on-line.

VIII. Initializing SAVE Disks

Blank disks must be formatted before they can be used to SAVE games. Use the standard Disk Extended BASIC command DSKINI to format your disks. Refer to the TRS-80 *Color Computer Disk System Owner's Manual and Programming Guide* for more information.

IX. Troubleshooting

If the program refuses to load properly, if SAVE/RESTORE fails, or if you receive an error message, check each of the following points:

1. Make sure your Color Computer and disk drive(s) are connected properly and everything is turned on.
2. Make sure the disk is inserted correctly into the drive slot and the drive door is closed.
3. Inspect the master disk and SAVE disk(s) carefully for visible damage.
4. Make sure each disk is in the proper drive. The master disk can only be run from drive #0. For SAVE/RESTORE, make sure that you have typed the correct drive number for the SAVE disk, and that you have replaced the master disk in drive #0 before proceeding with the story.
5. When saving a story position, make sure the write-protect notch on the edge of the SAVE disk is not covered. Also make certain the SAVE disk has been formatted properly. As a last resort, try a different SAVE disk.
6. Try again: the problem may only be momentary.

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